Computer Graphics – CS 550

Final Project Proposal

Star Trek with Spaceships

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For my final project, I'd like to replicate a miniature version of The Battle of Wolf from Star Trek. My scene will involve 3 starships: One Big cube (Borg) and 2 Starfleet ships. The ships will be flying around each other (likely the 2 ships flying in a circle around the cube) firing torpedoes at each other.

The cube will be a simple model, with a ship texture placed on all sides of it. The starships will either be created as .obj files in Blender or imported from free 3D modeling sites. I will attempt to apply appropriate textures to the starships as well. The torpedoes will be animated, flying towards opposing ships. These weapons will be light sources, and I will apply shader lighting, if possible, but will revert to the previous method of OpenGL lighting if that is too difficult. These lighting effects will illuminate the various ships, in addition to an ambient light source.

If time allows, I'll add extraneous features such as a starry background, explosions on weapon impact, more elaborate ship movement animations, sun, moon etc.